

IMPASSABLE

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ZINE REVIEW

Last issue I started trying to be more accurate, but with even the few little white lies, I got complaints! Well, I'm not cut out to be a Jack Anderson, so back to the sugar coated reports.....

Erehwon, #76. Rod Walker, 417 Juniper St., San Diego, CA 92101. Ditto. Sub is 6/\$1. Number #76 indicates that this guy has been around for quite some time. True if you want to overlook a little vacation he took last year. Nevertheless, he has started again right from where he was: weird. If you like humor that is weird and if you can't stand Conrad von Metzke, then this isn't for you--it is worse! Well written, reproduced but extremely funny in a horrid way. Not recommended by any Parent's Association.

Yggdrasill Chronicle, #34. Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080. Mimeo. Sub is 12/\$2. The best gamezine from Michigan and worth reading if you're from Michigan or anywhere in the hobby for that matter.

Pellucidar, #21. Burt Iabell, Forest Park #23, Biddeford, ME 04005. Ditto. Sub is 10/\$2.20. This one's from the boondocks of Maine. Fortunately, Biddeford happens to be in a population center and so we all can get this fine gamezine!

Command Post, #4. John Mirassou, Rt. 2, Box 623AC Morgan Hill, CA 95037. Ditto. Sub is 6/\$1. Has openings in Youngstown for \$1.00 GF. Also has openings in Hyperspace and reg. dippy. Is that GF right??? If it is, these openings won't last long enough for me to report next time on them!

(cont. col. 1, pg. 10)

DOMESTIC NEWS

Well, we think that we finally caught up except this issue may be late or there may be a little squeeze in your deadlines. We'll use airmail to speed up those farther away from bustling Carlisle. The lateness of this issue is due to Holiday fever plus other things like relatives and friends and an honest need to relax for once this past few months. We are sorry about this lateness.

Okay, so we now think we're caught up and organized. We now have to prove it and we should be able to do so with some provision... oh, oh, here's the catch! Well, you know, there is something! Just when we get caught up, we again overload ourselves by taking over the second Handbook Project for the IDA. This means a lot of work and this also means we'll have to cut back this summer on what we formerly tried to do with our private publications. Please remember that we're
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CITEX '74: Aug. 16, 17, 18 at LaSalle Hotel, Chicago, IL. Dip Tourney: \$7.50 EF. Top 7 get trophies (#1 gets traveling trophy + pd. trip to return) \$1.00 visitor daily fee. Rooms rates at LaSalle: \$22 single, \$25 doubles, and \$8 per person in 4-to-a-room. Send all advance registrations and room reservations to Viking Systems (see page 10).
*This issue is going to over 175 people!

CORRECTION TO "A STATISTICAL ANALYSIS"

By Eric Verheiden

GERMANY: 5.15, ITALY: 4.02, RUSSIA: 4.46,
TURKEY: 5.11.

#End.#

* * * * *

Subsequent to the publication of "A Statistical Analysis of the Diplomacy Countries" in Impassable #34, it was learned that the figures presented in the first and second tables were not the ones originally intended, due mainly to the use of the incorrect computer program. The actual figures, showing what happens on the average to the final supply center totals of each of the other countries (columns) when the final supply center total of a given country (rows) is increased by one, are given below:

	AUSTRIA	ENGLAND	FRANCE	GERMANY	ITALY	RUSSIA	TURKEY
AUSTRIA	1	-.114	-.118	-.217	-.054	-.219	-.277
ENGLAND	-.109	1	-.175	-.320	-.114	-.236	-.046
FRANCE	-.135	-.209	1	-.266	-.267	-.184	.061
GERMANY	-.173	-.265	-.185	1	-.141	-.207	-.029
ITALY	-.063	-.139	-.273	-.207	1	.021	-.340
RUSSIA	-.194	-.218	-.142	-.230	.016	1	-.233
TURKEY	-.321	-.056	.061	-.043	-.337	-.305	1

Put into the form of the second table, we have the same data represented, except that the initials of the countries heading the columns above are placed under the columns headed by the coefficients in the body of the table above:

Second Table

	+	0	-	-	-	-
	1	0	1	2	3	4
	0987654321	012345678901	2345678901	2345678901	2345678901	234567890
AUSTRIA	-----I-----	EF-----	GR-----	T-----		
ENGLAND	-----T-----	AI-----	F-----	R-----	G-----	
FRANCE	-----T-----	A-----	R-----	E-----	GI-----	
GERMANY	-----T-----	I-----	A-----	F-----	R-----	E-----
ITALY	-----R-----	A-----	E-----	G-----	F-----	R-----
RUSSIA	-----I-----	F-----	A-----	EGT-----		
TURKEY	-----F-----	G-----	E-----		RA-----	I-----

In using the table, it will be noted for instance that the coefficient for Turkey in the row for Italy is $-.340$ in the first table and that a 'T' is found under $-.34$ in the row for Italy in the second table above. Put into this form, it can be seen that in a given row, countries whose initials are found further to the right are more likely to suffer in the long run if the country heading the row prospers than are countries whose initials are found further to the left.

Finally, it might be of interest to note the average number of centers each country finished with in the games studied:

AUSTRIA: 4.05, ENGLAND: 6.24, FRANCE: 4.96, for your computer to hash out!

Impassable replies:

We think this deserves some discussion as a lot of work went into those figures (and including our typing of those numerical tables, whew!!), and they are of at least passing interest to all. For novices, it should be quite instructive.

According to the second table, Austria does best with Italy as his ally. However, Italy does best when his ally is Russia! That is

not putting it too well for Austria! England does best with Turkey as his ally, but Turkey does best with France as his best ally!

Germany suffers worse as his best ally is Turkey and all of his other choices are far worst! Russia's enemies are closely bunched together at a -2 for England, Germany and

Turkey. Austria is little better.

What all of this indicates is no more than the simple fact that your closest neighbors are your worst enemies and your best allies are those away from you. There are only two exceptions to this rule: Italy-Austria and Russia-Turkey.

Adding together their coefficients and dividing by 6 to get an average, one may get what could be termed as "diplomatic difficulty scale": France: -1.40 , Turkey: -1.46 , Italy: -1.50 , Austria: -1.65 , England: -1.68 , Russia: -1.90 , and Germany: -2.11 . Does this look right to you? Eric, is this valid? If it is, then we may be onto something here

#end.#

LOST HORIZON'S GAMES????

Well folks, you may have begun to wonder just what has happened this time? To tell the truth, the Canadian Post Office strike caught Lost Horizons off its feet with quite a big blow. Rather than work up a sweat or kill my last reserve of energy in putting out an emergency issue (not to mention the extra money), I decided to postpone any action until the deadline stated in LH #15. Unfortunately, things have again been delayed--not because of more problems, but because I have decided to undertake the second Handbook project, for the IDA that is.

I had to find time for doing this project and the only solution appeared to be to merge Lost Horizons with Impassable. This thus caused the second delay. This merger, however, is planned only as a temporary thing and will be split apart when the Handbook project is done this August. So, for about three issues, Lost Horizons will appear with Impassable.

As a consequence of the Canadian strike, all games had to be postponed and so for all games, the new deadline is Friday, June 14, 1974, noon, E.D.S.T. Below are pertinent reprints of information for your convenience.

YOUNGSTOWN, 1971 Dbu: Arnold Proujansky is the new German player. Spring 1910 orders are due Friday, June 14, 1974.

1721, 1973 Czac: Fall 1723 orders are due Friday, June 14, 1974.

1721, 1973 AYec: Fall 1723 orders are due Friday, June 14, 1974.

ATLANTICA I, 1973 Ccz: November retreats and orders are due Friday, June 14, 1974.

CLUE GAME, 1973 A: This game has been cancelled due to lack of interest. There were no Canadian players in this game, but only one set of orders were received. We are unhappy of this demise, but there is nothing we can do to save this game. Players who played at one time or another in this game were:

Paul Wood, Ron Kelly, Randolph Bart, Jerry Ferguson, Eric Grove, Fred Davis and Chris Coyne. Ron Kelly was knocked out when he only guessed right on 2 of 3. The actual clues to the murder were: Professor Plum, Candlestick, Library.

Thought is now that we should forget this game and not try to revive it via a second

game, but we will offer a second game if we get 6 players within two weeks. Gamefee will be free to those now finished with this game and \$2.00 for others who were never in the first game. So, we are going to make one last offer to start a second game of Clue with a set deadline of June 14 to enter. Do not send money--just let me know you'll play and will pay the two bucks. If enough response is generated, we will then announce a second game. The only difference will be that all players will know the others. If they want to trade clues hoping they won't be cheated, that's their business! So, let me know!

ANOTHER GAME STARTS

Lost Horizon's last game for the time being is the second game of Scotice Scripti III game.

We gave out the names and addresses in issue #15 of Lost Horizons. Now, we are going to present the country assignment and your first deadline:

- ENGLAND: William Osmanson
- CONNACHT: Dave Kadlecek
- ORKNEY: Gary Sokolitsky
- LEINSTER: Ray Heuer
- MUNSTER: Fred Hyatt
- SCOTLAND: Bob Fanelli
- ULSTER: Margaret Gemignani (sorry, we misspelled her name last issue!)
- KYMRU: Adam Gilinsky

The preferences were compiled and highest choices were awarded first with ties flipped for and decided by my 1973 copper penny.

Kadlecek	L C K O E M U S
Osmanson	E S C M L U C K
Sokolitsky	O S M C E K U L
Heuer	L O K E S M C U
Hyatt	M L U C K S O E
Fanelli	S K O L M C U E
Gemignani	U No two countries alike allowed
Gilinsky	K

Both Gemignani and Gilinsky did not send me preference lists and so I gave Ulster to Gemignani since she already had Kymru in the other game in Impassable. Kadlecek lost his flip, but got his second choice. All in all, everyone should be pleased.

You might as well as take a look at the Scotice Scripti III game in the Impassable portion. If I remember, I'll present a brief write-up on what happened in that game with any brilliant analysis I may be able to think of.

(cont. next page, col. 1)

Your first deadline, Spring 1014, is being set for:

FRIDAY, June 14, 1974 at noon, E.D.S.T.

Please don't forget to give all pertinent information I need: date of orders, name of your country, your orders, and your name. Also, don't forget that general orders are allowed. These are orders which gives the GM the capability to make use of neutral players by having them follow your guidelines. These will be used when you miss a season.

Well, that should cover everything, and I want to wish all of you good luck!

CHANGE OF ADDRESSES IN LH GAMES

Atlantica I: Richard Greenwell, 28 Pond Rd.,
Sydney Mines, Nova Scotia, CANADA B1V-
X2X4.

Atlantica I, Youngstown, and 1721 (73Czec):
John Biehl, #10, 2614 Ontario St.,
Vancouver, BC CANADA.

1973Ddl, Spring 1020

ENGLAND(Swies): A Pow-Gwy

KYMRU(Gemignani): A Her-Sta, A Bue-Gwe,
A Shr S English A Pow-Gwy

LEINSTER(Fujihara): A Ros-Ern, A Tyr S A
Ros-Ern, A Mea H, A Oxf-Der, F SIS H, F
Dub S F SIS, F CaB S F SIS H

MUNSTER(Dick): A Sli-Bre, A Tua-Sli ((Say,
is Tuam supposed to be spelled Taum?)),
A Lei-Tua, F Tra-GaB, F Mid H/r/, F NGC-
SIS, A Wat-Cas

ORKNEY(Keller): F Arm S Scot F DrB, F IAT S
Scot F NAT-Mid, F MoB-Mon, A Sky-Sut, A
Oma H, F Don-Bre, A Dur-H

SCOTLAND(Tonnesen): A Alc-Ber, A Gwy-S A
Str-Shr, A Str-Shr, A Sta-Glo, F ChB-Che
F NIS-Isl, F NAT-Mid, F DrB C A Dow-Plu,
A Dow-Plu, F Iri S Ork F MoB/otm/

SUMMER & FALL 1020 orders due Friday, June 14,
1974 at noon, E.D.S.T.

Analysis for LH SSIII Players:

This game was, unfortunately, greatly influenced by the original player for Kymru--Charles Reinsel. So, this man's notoreity set up a blitz against Kymru. This led to the utter destruction of England and the great weakening of Kymru. This also led to long term effects with the other countries as it polarized the alliance structure between Ireland and Britain. Only now with the new player in Kymru firmly established do we see

any significant changes in the alliance patterns.

The current season is very interesting as Scotland is now set-up for a stab by Orkney. However, if Orkney does stab, he will be all alone against Munster, Leinster and a revengeful Scotland. So, their alliance is going to continue--at least until Scotland greatly weakens--a prospect with the current season's results.

Ulster and Connacht were wiped out early mainly because they played poorly. You are bound to have some bad players, but this game was particularly plagued by missing moves and players dropping out. Today, only two players remain from the original eight: Orkney and Scotland.

You might wish to note that after six years there are still no A/Fs built. We feel that this is the rule rather than the exception as it is expensive to merge two units: it loses time plus it shortens your area control. On the other hand, if a bottleneck develops, an A/F will probably be built to break it.

So, that's it right now and it looks like a balanced game despite all the problems we had in the first few years with it. Take heed and learn from their experiences.

Press:

Munster to Orkney: Your blade seems to be inefficient, you will lose time pulling it out. Your stab may fail. May we suggest a blade from Munster?



1970BJ, Summer & Fall 1911

RUSSIAN MILITARY MIGHT GROWS WITH A STAB!

Summer 1911: Russia R F Aeg OTB; Italy R
A Bur-Par.

Fall 1911:

AUSTRIA(Beyerlein): A Vie-Tri, A Tyr S A
Vie-Tri, A War-Mos, A Sev H, A Sil-War,
A Bul-Gre, A Rum-Bul, A Ser S A Bul-Gre

ENGLAND(Keller): F Bel S Ger F Nth-Eng,
F Lon S Ger F Nth-Eng, F Edi S Ger F Den-
Nth/r/

GERMANY(Mahler): A Bur-Mar, A Ruh S Eng F
Bel, F Nth-Eng, F Den-Nth

ITALY(Phillips): F Gre S F Aeg-Bul(SC)/r/,
F Aeg-Bul(SC), A Pie-Tyr, A Mar-Gas, F
Adr-Tri, A Ven S F Adr-Tri, A Par-Gas,
F Iri S F Eng, F Spa(SC)-Mid, F Cly S
(cont. next page)

Rus F Nwg-Edi, F Eng S A Pic-Bel, A Pic H
 RUSSIA(Richter): F Nwg-Edi, F Nwy-Nth, A Fin-
 Swe, A Liv-War, A Smy-Arm, A Con S Ita F
 Aeg-Bul(SC)((P.S. We thank Kelly for his
 set of orders--keep 'em coming!))

AUTUMN & WINTER 1911 orders due Friday, June
 14, 1974 at noon, E.D.S.T. Also, vote for 5-
 Way Draw!

Fall 1911 Supply Center Chart:

Austria: Vie, Bud, Ser, ~~Bul~~, Rum, Ber, War,
 Sev, Gre (8) SP
 England: Lon, ~~Edi~~, Bel (2) R1
 Germany: Kie, Hol, Den, Mun (4) SP
 Italy: Home, Tun, Mar, Spa, Por, Bre, Tri,
 Par, Lvp, ~~Edi~~, Bul (12) SP
 Russia: Mos, StP, Swe, Nwy, Ank, Con, Smy,
Edi (8) B2, was 1 short

Press:

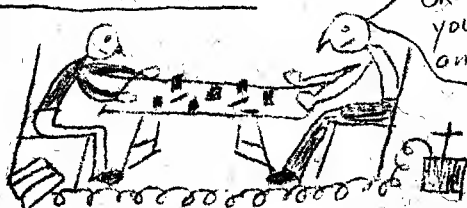
Anonymous: I call for a vote on a 5-way draw.

Impassable: Sigh. Alright, so you guys can
 vote again. Sigh.

From Beyerlein:

In answer to how 1970BJ will be rated if it
 finishes as a five-way draw I believe that
 every ratingskeeper will rate the game as a
 straight five-way draw. By BROB each member
 of the draw will gain +2 points. CPCL will
 award each drawing player 0.2 points. I can't
 directly say just what the scores will be in
 Rogues' Gallery although Phillips will gain
 slightly more than the others and Keller will
 gain the least. Rogues' Gallery takes into
 account country sizes and thus the scores will
 vary some among the drawers. ODD, as it has
 a player factor, will give the most points to
 the lower rated players. Thus Richter, Keller
 and Mahler will gain somewhere around 60 points
 (a fifth of a win), but Phillips and I will
 gain zero points as our current ODD scores
 are so much above the others. What we gain
 from the losing players (of which there are
 only two) will in effect be then given to the
 other three drawing players because of the
 differences in our scores. And without
 crunching through the exact numbers that is
 how each system will award points.

WAR & PEACE



TALK ABOUT A STAB!

1972AZ, Summer & Fall 1911

WILL ENGLAND BE ABLE TO MAKE ITALY PAY FOR IT?

Vote on draw: Any concession requires an
 unanimous approval from all players. So,
 when Italy did not vote, the draw was defeated.

Summer 1911: France R A Tyr-Pie, A Bur-Gas
Fall 1911:

AUSTRIA(Osmanson): F Gre S Ita F Aeg-Ion,
 A Ser S A Tri, A Smy H, A Rum S A Ukr,
 A Sev S A Ukr, A Ukr H, A Tri S A Tyr-Ven,
 A Tyr-Ven, F Alb S Ita F Aeg-Ion, A Bud S
 A Tri

ENGLAND(Wiskow): A Mos H, A War S A Mos H,
 A Liv H, A Mun S A Sil, A Sil S A Mun,
 A Sil S A Mun, A Ber H, F Eng-Bre, F Nth-
 Eng, F Nat-Mid, F Iri S F Nat-Mid, A Pic-
 Par, A Bur S A Pic-Par, A Bel-Hol

FRANCE(Mahler): A Pie S A Ven, A Ven S Aus
 A Tri-Par/imp/, F Adr S F Tyn-Ion, F Apu
 S F Tyn-Ion, F Tun S F Tyn-Ion, F Tyn-Ion,
 F Wes-Tyn, F Mid-Wes, A Gas-Mar

ITALY(Hollingsworth): F Aeg-Ion

WINTER 1911 orders due Friday, June 14, 1974
 at noon, E.D.S.T.

Fall 1911 Supply Center Chart:

Austria: Home, Ser, Rum, Bul, Smy, Ank, Sev,
 Gre (10) SP
 England: Home, Bel, Hol, Mun, Kie, Ber, Den,
 Nwy, Swe, StP, Mos, War, Par, Bre (16) B2
 France: ~~Par~~, ~~Bre~~, Mar, Spa, Por, Ven, Rom,
 Nap, Tun (7) R2
 Italy: Con (1) SP

Press:

Vienna: The Austrian government in the
 interest of world peace and in the keeping of
 our word has voted to concede first place to
 England. Long live Austria--God save England.
Radio Free Clyde (A Mos H): The Prime Minister
 of England suggests all parties concede to
 Her Majesty's forces and end this war immedi-
 ately. The consequences will be grave for
 any party ignoring this suggestion!

France: First, let me say I was not commen-
 ting on Osmanson's overall play of this game.
 In fact, his play of the early portion of the
 game was excellent; he emerged as the strong-
 est power and would've easily won had England
 and I not united against him.

Before I discuss Osmanson's recent move
 for which I can find no rational explanation,
 let me answer some of Osmo's comments on the
 beginning portion of the game, and offer some
 of my own. Italy and I had a treaty neutra-
 (cont. next page.)

lizing Piedmont and Western Mediterranean. France was to stay out of Tyn, Tus, NAF, and Italy to stay out of Mid and Iyo. Italy knew I would consider a move to Piedmont by him to be an act of war; he should've known that I would at least strongly consider attacking him for his breaking of the treaty, or if you prefer, he gave me an excuse to attack him, take your pick. The point is Italy started the war and Osmo's points that Piedmont is "Italian Territory" or that I moved three units on Italy in 1902 after Italy's act of war in 1901 are irrelevant. Both Hollingsworth and I were inexperienced, otherwise we probably would've acted differently.

It's interesting, but one of the key moves of the game was Italy's surprising move of Fleet Ionian to Eastern Mediterranean in 1903. This move guaranteed both Turkey's and Italy's downfall. Austria gain tremendously from that move, but Italy would've been able to hold me off a lot better if he hadn't diverted that fleet, but then Turkey would've held off Austria.

So, it was hardly surprising when Austria stuck by Italy, after the latter sacrificed his homeland in order to help Austria. By the way Osmo, weren't you allied with Russia (Matt Bessen)? At least he thought so. Funny none of your allies (Italy or Russia) seems to do very well.

Let's go back to Winter 1901, Austria had 3 builds (my information that Italy told me he was going for Munich helped Austria get those 3 builds) and Italy had stabbed into Piedmont. I called on Osmo to attack Italy with me as per our defensive treaty. I was not shocked that Osmo stuck with Italy; I considered that the better move. However, I would remember Osmo's action for future reference.

1972BG, Spring 1911

Draw vote defeated by nay votes from Italy and Austria (he didn't say "yes" to a "draw" but "I vote to have the game ended here before the above moves.") In any case, the draw was defeated.

AUSTRIA(Pyle): A Ruh S Rus F Bel, A Kie-Den, A Kie-Den, A Ber S A Kie/otm/, A Mun S A Ruh, A Boh H, A Sil H, A Gal H, A Ukr H, A Ser H, A Bul H, F Ank H

ENGLAND(Keller): F Nth S F Eng H, F Eng H, A Swe S F Nwy H, A Den-Kie, F Nwg S F Nwy H, F Nwy H

ITALY(Hrbek): F Spa(NC)-Mid, F Wes S F Spa (SC)-Mid, F Iri-Lvp, A Par S A Pic, F Bre-

Eng, A Gas H, A Pic H, F Tyn H, A Rom H, A Nap H, F Con H
RUSSIA(Fish): F Bar S A Stp-Nwy, A Fin S A StP-Nwy, A StP-Nwy, F Bel S Ita F Bre-Eng
A Hol S F Bel, A War H

FALL 1911 orders due Friday, June 14, 1974 at noon, E.D.S.T.

Press:

London: It seems that Europe has gotten the wrong idea. We want only peace. So that we may munch on our trifles unmolested. How am I going to break the news to the navy!...

Upsluck, Iowa: Good night, Attila.....

Italy: VOTE ON A DRAW????!! You gotta be kidding! NO DRAW, however, I do vote to end the game with Italy and Austria in first place, Russia second, and England third.

1972BW, Autumn & Winter 1910 and Spring 1911

Note: A request was made to separate Spring from this Winter season. So be it, but see our editorial on new policies.

Autumn 1910: Russia R A Boh-Sil

Winter 1910:

FRANCE(DePrisco): SP

GERMANY(Davies): SP

ITALY(Lindauer): SP

RUSSIA(Knudsen): B A War

TURKEY(Abbott): SP

SPRING 1911 orders due Friday, June 14, 1974 at noon, E.D.S.T.

Winter 1910 Positions:

France: F Hel, A Hol, A Ruh, A Bel, F Edi, A Lvp, F Ion, F Eng, F Wes, A Tyr (10);

Germany: A Ber, F Den (2); Italy: A Kie, F Adr, F Ion, F Tun, A Vie, A Boh, A Tri (7);

Russia: A Bud, A Rum, F Nwg, A Mun, F Bal, F Nth, F Nwy, A Sil, A War (9); Turkey: A Ser, A Gre, A Bul, F Eas, F Aeg, F Smy (6).

1972CD, Fall 1910

ITALY WINS THE WAR!

ENGLAND(Schleinkofer): NOR. F Nat/u/, F Eng/u/, F Nth/u/, A Den/u/, F Nwy/u/

FRANCE(McKeon): F Por S Ita F Mid, A Bre H, A Pic S A Bel, A Hol S A Bel, A Bel S A Hol, A Bur-Mar, F Cly-Edi

ITALY(Morris): A Tus-Spa, F Iyo C A Tus-Spa,
F Wes S A Tus-Spa, F Tyn H, A Kie H, A
Ber S A Kie H, A Mun H, A Tyr-Pie, A Vie-
Boh, A Tri-Vie, A Bud S A Rum, A Rum H,
F Bla H, F Ank-Con, F Aeg-Ion, F Mid H
RUSSIA(Brennan): A Sev-Mos, A StP-Fin, A Ukr
S A War, A War S A Ukr

COMMENTS AND BUILDS due Friday, June 14, 1974.

Fall 1910 Supply Center Chart:

England: Lon, Lvp, Den, Swe, Nwy (5) SP
France: Home, Por, ~~Spa~~, Hol, Bel, Edi (7)
SP, was 1 short

Italy: Home, Vie, Tri, Bud, Ser, Con, Gre,
Ber, Bul, Smy, Mun, Tun, Kie, Rum, Ank,
Spa (18) B2, was 1 short. Wins game.
Russia: Home, (4) SP

Press:

Rome, Month of Augustus, 1910: In the past
weeks Victor Emmanuel III has shaken the old
traditions of the Italian government and
restored the ancient system of Roman admini-
stration. The Parliament in Rome will hence-
forth be called the Senate, and two new Consuls
will be elected every other year. Naturally,
all these branches of government will be over-
seen by the Roman Emperor (formerly His
Majesty the King).

This sudden change in Italy represents the
rebirth of the Roman Empire after 1500 years
of subordination and oblivion. It was
exactly a millenium and a half ago, in 410
A.D., that Rome lost its last semblance of
power when it was ignominously sacked by
Alaric's Visigoths. From that moment all of
Europe sank into the dark ages of unending
rivalries and wars. Now, with the conclusive
landing of the Tuscan army in Spain, Italy
has finally restored Rome to its ancient
magnificence.

From the forests of Alemania to the domain
of Hannibal, from the ruins of Byzantium to
the pillars of Hercules, the Pax Romana reigns
once more....

1972CJ, Fall & Winter 1910

PEACE IN EUROPE OR A POLISH DRAW?

Vote on draw to become effective after W'10:
Two yes votes. See below for questions.

Fall 1910:

AUSTRIA(Verheiden): A Rum-Ukr, A Sev S A
Rum-Ukr, A Gal-Sil, A Boh S A Mun, A Tyr
S A Mun, A Mun S A Gal-Sil/a/, A Mar-Bur,
A Gas S A Mar-Bur/a/, A Pie-Mar, A Tri-Ser,

F Tus-Iyo, F Tyn-Wes, F Tun S F Tyn-Wes,
F Ion-Tyn, F Bla-Con.

ITALY(Iakofka): F Wes S Rus F Spa (SC)-War
/imp/r/

RUSSIA(Wrobel): F Mid S F Spa (SC), F Spa (SC)
S A Par-Gas/imp/, A Por S A Spa (SC), F
Bre S A Par-Gas, A Par-Gas, A Bur-Mun,
F Bel-Eng, F Nth-Bel, A Hol-Ruh, A Kie S
A Bur-Mun, A Ber S A Bur-Mun, A Sil-Boh,
A Pru S A War-Sil, A War-Sil, A Liv-War,
A Mos S A Liv-War, F Sev In Memoriam/imp/
/nsu/

Fall 1910 Supply Center Chart:

Austria: Home, Ser, Gre, Bul, Con, Smy, Ank,
Rom, Ven, Rum, Mar, Nap, ~~Mun~~, ~~Bre~~, Tun,
Sev (16) B3, lost 3

Italy: ~~Tyn~~ (0) Out of game

Russia: War, Mos, StP, ~~Sev~~, Swe, Ber, Kie,
Nwy, Den, Edi, Hol, Lon, Lvp, Bel, Por,
Spa, Par, Bre, Mun (18) B1, only 1 center
open, lost 1 unit.

Winter 1910:

Austria: B A Vie, A Bud, A Tri

Italy: R F Wes

Russia: B A StP

COMMENTS ARE INVITED FOR June 14, 1974 issue.

THE BIG QUESTION: I don't have my rule book,
but I question whether Wrobel was allowed to
vote yes for a draw when he had already won
the game. The vote for the draw specifically
stated for such draw to occur after the W'10
adjustments, and the votes were given before
the actual conquest of 18 centers took place,
so the draw may be allowed. However, I
don't really know about all this. Also, if
vote was to take place during the Fall 1910
season, Italy would have to be allowed to
vote. After Fall 1910 meant that Russia won
by a hair before the vote was taken. What
do you say? I'm sorry if I have brought up
any technicalities to bug you guys after your
excellent game, but.....

Press:

Vienna: If "Eric the Backstab" actually did
engineer any sort of a stab against "Lenny the
Two-faced," it was only because Len was unable
to arrange one against me first. My very
first letter from Iakofka (intended for the
Russian player) read in part, "Our goal would
be rapid elimination of France, Germany and
Turkey--then to offset England and pincer
Austria." Subsequent events did little to
convince me that Len had changed his mind;
from time to time, Stan would forward me
(cont. next page)

letters from Len with statements like, "What are your thoughts versus AUSTRIA? When should we stab him?!!!" Consequently, when around 1905 I began to get threats instead of diplomacy from Iakofka ("If a piece is built in Trieste you may assume that a state of war between Austria and Italy will exist and that the treaty will be dissolved. This is my final comment on the matter and I will not negotiate on this subject."), I was more inclined to call his bluff and attack than to seriously jeopardize my position by caving in. Subsequent events should confirm, if nothing else, just who was in a position to be threatened whom.

As for Munich, Len was to get it only temporarily, until 1903, and that long only to get a build for another fleet for the western attack against France. When it became quite apparent that Len was doing fine without the additional fleet and that for him to get it would merely cut off my lines of expansion to the west, I took it for myself one year early. I think even Len would have to admit that he was not hurt significantly as a result.

All in all, I would have to say that Len had his chance for a three-way draw, but he insisted instead on trying to cut me out of it and so I cut him out instead.

1972CK, Fall 1910

ENGLAND REIGNS OVER ALL!

AUSTRIA(Chin): A Mos-War, A Ukr S A Mos-War, A Ukr S A Mos-War, A Gal S A Mos-War, A Boh-Sil, A Tyr-Mun, A Vie-Boh, A Ven S Tur A Rom-Tus, F Adr S Tur F Eas-Ion

ENGLAND(St. Johns): F Bar H, A StP-Mos, A Liv S A StP-Mos, A War S A StP-Mos/a/, A Pru S A War, F Bal-Den, A Ber-Sil, A Mun S A Ber-Sil, A Kie S A Mun, A Mar S Ita A Pie, F Lyo-Tyn, F Bre-Mid, F Eng H, F Tun S F Lyo-Tyn, F Naf-Wes

ITALY(Gershenson): NOR. A Pie H, F Tus H/a/

TURKEY(White): F Ion-Tyn, F Nap-Rom, A Rom-Tus, F Apu-Nap, A Alb-Apu, F Aeg S F Eas-Ion, F Eas-Ion

WINTER 1910 & COMMENTS due Friday, June 14, 1974 at noon, E.D.S.T.

Fall 1910 Supply Center Chart:

Austria: Home, Ser, Rum, ~~Vps~~, Sev, War, Ven (8) SP

England: Home, StP, Nwy, Den, Swe, Bel, Hol, Por, Kie, Par, Ber, Mun, Spa, Mos, Tun,

Mar (18) B3 and wins game.

Italy: ~~Mar~~, Bre, ~~Tyr~~ (1) SP, lost 1 and was 1 short

Turkey: Home, Bul, Gre, Rom, Nap (7) SP

Press:

Austria: Oh well, I tried.

Dover, Oct. 31 (AP): A corpse found in a bordello in the seedy part of town was identified by Scotland Yard as that of former Rear Admiral L. White. For several years the subject of an intensive manhunt throughout Europe, he had eluded capture by the use of clever disguises and the aid of loyal friends in spite of several close calls. It had been hoped by authorities that the ex-Rear Admiral had committed suicide because he could not bear to tolerate conditions as they soon will be with his enemies apparently victorious. However, interrigation of witnesses to his final hours indicates that, in a nostalgic mood, he had food prepared for him exactly as that prepared for him on his former flagship the H.M.S. Indubitable. After taking a few bites he suddenly groaned, uttered a few explitives, then collapsed and ignominiously died. An autopsy confirmed that Royal Navy cousine had done what an army of secret agents had failed to do. After such a long lay off he apparently lost his immunity and succumbed to food poisoning.

Constantinople, November 3: Appalled by the horrors of war, the Emperor hereby proposes that an immediate armistice be declared by the three remaining Great Powers. Just to show that there are no hard feelings, it is proposed that the conflict be declared a three-way draw with a treaty being valid by a vote with a 2/3 majority. Seriously, it was an interesting game and I shall submit my post mortems next issue.

1972DD, Winter 1909 & Comments

PEACE IS FINALIZED IN EUROPE

Winter 1909:

AUSTRIA(Leerkamp): R A Tri

ENGLAND(Dick): NOR. 1 short

FRANCE(Fujihara): B F Bre

GERMANY(Chin): SP

ITALY(Roll): SP

We congratulate all the survivors of this game. This game is noteworthy on account that no replacements were ever needed. Nelson and Stone were knocked out early, and even they finished the game. All in all, well played!
(cont. next page)

HISTORY OF 1972DD:

	1	2	3	4	5	6	7	8	9
AUSTRIA (Leerkamp):	5	6	6	7	8	9	8	10	9
ENGLAND (Dick)	3	3	3	4	4	4	4	3	4 D
FRANCE (Fujihara)	5	5	6	6	7	7	6	6	6 R
GERMANY (Chin)	5	4	5	7	7	7	8	7	7 A
ITALY (Roll)	4	4	6	6	7	7	8	8	8 W
RUSSIA (Nelson)	7	9	8	4	1	0	-	-	- N
TURKEY (Stone)	4	2	0	-	-	-	-	-	-

Comments:

Leerkamp: The Plan (Austro-Italian) was to get Turkey and then Russia while France, Germany and England confronted each other. The Plan went all to hell when England adopted a do-nothing posture which allowed Russia to expand at an unpredicted rate. To continue the Austro-Russian alliance, a premature Austrian attack on Germany was necessary in Spring '03. (The alliance was still necessary in order to mop up Turkey.) After Spring '03, the time had come and the alliance with Russia was broken. Fall '03 saw the Austrian retreat from Germany and the shift of forces towards Russia for the Austro-Italian offensive which would begin in Spring '04. By then, however, the fate of the game was sealed. Since Germany and France had nothing to fear from England, the stalemate was inevitable. Congratulations are indeed in order to Germany and France for their diplomatic (the name of the game) success in stifling England and possibly averting their own subsequent elimination.

P.S. (To Italy from Austria-Hungary) We blew it!

Fujihara: From hindsight, the crucial point was in the year 1903. At this time it would have been more adviseable for both Germany and France to seek peace with England, and shift attention to the east. At this point, more effective action could have been taken against Austria and Italy.

Overall I feel the game was well played and I enjoyed it.

Chin: Since John has asked for comments on 1972DD, I take pen in hand. When I started 1972DD I was a rank rookie as I had less than two months prior play-by-mail experience and things certainly did not appear to be moving towards an auspicious game when rather than any of my first choices I was awarded my fourth choice, Germany. Horrors! I had absolutely no idea as to how to play that country and I was having dreams of my being wiped out in record time. Little did I know that as it would turn out, it was my first choice, Turkey, who was wiped out in the record time.

I having the choice of allying with either

France or England against the other, decided to go with France. Our assault on the island was moving merrily along when disaster struck in Fall 1902. France and I had the perfect chance of reducing England to a single unit and I managed to get one of my fleets annihilated and stood off our remaining two attacks by merely misordering a single (1) unit. Plus in the same season Austria and Russia attacked me. Egads, I was under attack from the north, east and south with all my units stuck out on that awful island. I was doomed!

Fortunately England was persuaded to come to the aid of France and myself to defeat Russia and Austria was merely setting up Russia for a stab. However, once Russia was eliminated neither our coalition nor the Austro-Italian alliance was able to make any major advances upon the other.

That then brings us to the current situation where in all the participants have agreed to a five-way draw. I would like to thank my two major opponents, Jan and Don, for their (unfortunately) excellent plays that prevented me from winning this game (if I ever had a chance), my two allies, Dave and Doug, without whom I would probably have been the third country eliminated in this game, and finally John, who provided the medium for this enjoyable game. Until we meet again...good luck!

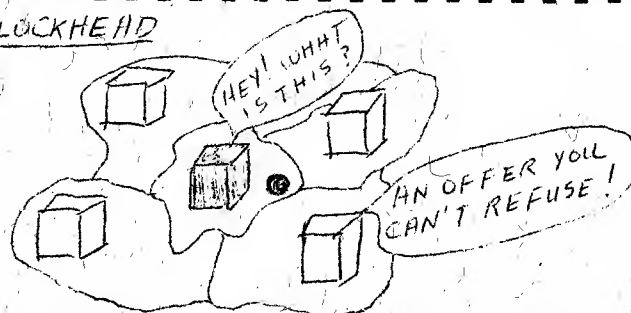
1972DF, Fall 1909 Postponed

Please note: Bill Conner moved just before last issue and was unable to conduct nor receive Impassable/negotiations. So, a postponement is granted in this case. The Fall 1909 positions are reprinted below for your benefit. Bill Conner's new address is:

Bill Conner
El, Ridgefield Village
Hillcrest Drive
Edinboro, PA 16412

FALL 1909 ORDERS due Friday, June 14, 1974 at noon, E.D.S.T.

BLOCKHEAD



ZINE REVIEW, CONT.

"", #30. James Massar, 127 N. Emmons St., Dannemora, NY 12929. Ditto. Sub is 10/\$2. Kind of weird, also, but you can't tell about this one as he seems to be just lurking on the edges of brilliancy and hysteria. It still can go either way!

Cimmeria, #15. Steven Nozik, SUNYLAB, Clement Hall, Box 1100, Buffalo, NY 14214. Ditto. Sub is 10/\$2. Openings in reg. dippy for \$2 GF plus subscription. An interesting one to read if you like to read about how bad Nixon is.

Obsession, #7. Shamray, Zehnder, Rubinow & Bailey, P.O. Box 24872, Los Angeles, CA 90024. Ditto. Sub is \$2.00 for 1 year, it is monthly. Openings in reg. dippy at GF of .50 plus sub. Has other variants (seasons-wise) at .50 GF + sub. Check for others. The people who put this out are literate if that means anything....

Claw & Fang, #30. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Ditto. Sub is 12/\$2. Has openings in reg. dippy at GF of \$7.00. This is a Mensa affiliated gamezine and if you think you're smart, try this one.

Alternate Reality, #6. Ron Melton, %Rhodes' Books, 694 Broadway, El Centro, CA 92243.

Mimeo. Sub is 12/\$3. Very heavy on Science Fiction, fanzine and comics. If you like to read that kind of stuff, then this is for you, Buck Rogers!

Bushwacker, Vol. 3, #6. Fred C. Davis, Jr., 3012 Oak Green Court, Ellicott City, MD 21043.

Mimeo. Sub is 12/\$2.00, North America and 12/\$2.50 overseas. Has openings in 1885 variant at GF of \$7.00. Another Mensa affiliated gamezine and this also requires a minimum amount of intelligence to read! Heavy!

El Conquistador, Vol. 1, #8. Viking Systems, Suite #823, 24 N. Wabash Ave., Chicago, IL 60602. Offset. Sub is \$4.00/year (12).

Has limited number of openings at GF of \$5 plus sub. Includes a lot of stuff on wargaming and this publication is put out by Gordon Anderson who is also organizing the Citex '74 show in Chicago this August. So, it is well worth your money to read.

The Fighter's Home, #5. The Vineyard, 8 Ravenna St., Asheville, NC 28803. Offset. Sub is \$4/20. GF is \$8 with \$4 refunded if you're forced out during the first three moves. This is the best artwork in the hobby. It is also Southern which means it is interestingly sectional. Something we need to take our minds off of our own feuds. Anyhow, it is there and it is good and it is cheap. Go get it!

Diplomacy World, #2. Walter Buchanan, R.R.#3, Lebanon, IN 46052. Offset. Sub is \$3.00/

year, and \$1 discount if you're in IDA (must specifically request this). Only into the second issue, the circulation is a phenomenal 275+. In comparison, we're still at 125+ and our + is never going to make up the difference. A new one, but definitely worth your money as I rate this #1 in Diplomacy articles!

AN INTRODUCTION TO THE STRATEGY AND TACTICS OF POSTAL DIPLOMACY (In 7 volumes?), Offset. Larry Peery, %Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102. The first 2 volumes were on Austria and England. This is not a gamezine, but a booklet production.

Each volume is \$2.50. If anyone can write on everything about playing a particular country and not run out of words, it is Larry Peery. I've read it through by skipping every other page (it's too long for me to read it all when I got to put Impassable, et al out), but it looks very impressive! This is especially recommended for beginners, novices or newcomers!

That is all and boy am I glad! This issue is getting later and later.....so let's get on with it!

LAKOFKA STRIKES BACK AT ME!

Upon reading the summation of the DREAM MAKER in the last issue of IMPASSABLE I was forced to wonder what John was reading! ((I was really reading between the lines)) The character list is partially accurate but the movement of the plot is all wrong. There were 5 warlocks at the start of the series. Only three, Vorjac Master of FIRE, Lendore Master of Dreams and Sinestrae Consort of the Devil were of any consequence to the plot. This was due to the fact that very early in the game some of the players ceased to be important and therefore were never written into the plot. Stan Rumble's wife Erika was of course, Eric Verheiden. Rumble's son was named as one of the other players. Lendore was myself, Stan Rumble was Wroble, and Vorjac would become England or France whichever became more powerful, BECAUSE, faithful reader, the PLOT WAS TIED TO THE GAME! Each turn in the plot was a function of the game readout, regardless of who may have noticed. As the game became a three player conflict, the characters clearly emerged as movers in the plot. When I wrote the final chapters it seemed that I would be destroyed and Wrobel would win, however, unless Verheiden drops the ball, his win is a certainty. ((How about a comment on that legal question of mine?)) Tactically, Wrobel can not win if Eric plays

(cont. col. 1, next page)

LAKOFKA STRIKES, CONT.

correctly--but I digress.

Stan Rumble is passing through Seattle when he finds himself, by a series of coincidences, to be at the doorstep of the DREAM MAKER Lendore who is then in the body of an old man. Rumble comes to himself many miles from Seattle to find that he has lost track of time. He sees a newspaper that tells of a fire which destroyed the building in which he was drawn and where Lendore entered him. Rumble returns to his home to have a series of dreams. Each dream has a connection with reality as persons he dreams about are actually affected by the course of his dreaming. Rumble plans to return to Seattle to straighten the matter out. He has a dream on the plane which turns out to be false at the time. He awakens in a hospital to find that his dream DID come true but not while he was on the plane. Rumble is thought to be a saboteur and when he escapes from police by killing two of them, his fate as a criminal is created. He returns to the building where his possession occurred there to meet VORJAC who tells him of the plan of the 5 warlocks to control men. However, they then realize that man is too intelligent to fall for their ploys and 4 of them wish to return to the dark world and leave Earth. Sinestrae however will destroy Earth if he can not control it. Rumble cannot face this reality nor that his dreams come true because he is possessed by the spirit LENDORE. He tries to escape and fight Lendore but to no avail. Lendore breaks his will by killing Rumble's wife and son, but Rumble recovers and then draws Sinestrae into his personal conflict with Lendore. When Rumble sees that Sinestrae will destroy the Earth, he allies with Lendore and then go in search of him abroad. That search is fruitless but finally the tip of the iceberg is seen and Lendore realizes that in Seattle, where it all began, the final battle would be fought. In Seattle Lendore finds that it has all been a trap devised by Sinestrae who had possessed Erika a year before and now plans to destroy Lendore and then the world. Rumble, finding his own strength as a master sorcerer due to the long possession by Lendore, fights to overthrow Sinestrae. The battle ends when Vorjac again arises and overthrows Sinestrae with the resultant destruction of Lendore. Since Vorjac was never given a game player as a counterpart he was just a device to let Rumble win. And that is how it all ended. ZZZZZZZZZZ.....

((Aw, gee, now you've ruined the mystery of it all. There's no drama the way you put it!))

DOMESTIC NEWS, CONT.

doing this for the hobby as a whole. The second Handbook will be worth your waiting and troubles it will cause you this summer.

So, we've decided to merge Lost Horizons with Impassable for the summer until we can finish the Handbook. Hopefully, we will have it ready for the Citex '74 in August. This merger necessitated another delay in Lost Horizons' games on top of the delay caused by the Canadian postal strike. Our apologies to them!

This issue is seeing the end of four games in Impassable. This means, also, that all those players are now not going to receive this gamezine any longer as their sub concludes with their last game report. What do we do about those eligible or possibly eligible for our Winner's Games? We can keep them on our list and inform them when the game's ready to go. Their alternative is to sub to Impassable and take the refund, if they enter a subsequent Winner's Game, in the gamefee. We still haven't decided our new gamefee although our sub will probably remain the same for the rest of this year. So, we'll keep you guys on our prospective list and if you don't move without letting us know, we'll get in touch with you when the time comes.

So, what of the games? The Winner's Game will be reserved for those who won their games (or did the best of a draw). This game is not free. The free game is the Best Country Game for those who did the best with their country in one of our 7 original novice games. They can either be winners or losers--we will take the best. We have decided to allow those who qualify for both, to play in both. If we have those who do and they won't then we'll take the next best depending on the game. The sole qualification for "best" in any category will be number of centers and victory in shortest time. If there's a tie, we'll flip a coin.

Now, with four games ending, there's the question of starting new games. We do plan to start new games and we want to start one select game for the best players (Our own "Tigers' Game") such as the case was for 1972CJ, and we want to start the two champions' games. We will reserve the rest for novices. So, this means that you who haven't done well in our games are no longer wanted. We are dedicated to novices and at least remember we got you started.

The two winners' games and the select game will be our examples for our new crop of

(cont. col. 1, next page)

DOMESTIC NEWS, CONT.

novice players. However, none of these projected games will start until August at the earliest and we're not yet receiving any requests for openings. We still have to decide the gamefee and we want to see how things go with that Handbook Project. We'll take the lessened load to print other stuff plus Lost Horizons' games. So, that's it.

We have a question about 1972CJ's draw by vote. I have no objections to the vote without Italy, but this seems to me to conflict with the win rules of the game, i.e., the winner is the player who gains control of 18 supply centers in a Fall season. Well, the vote had to be taken after the Fall season to keep out Italy, but this was also after the fact of Russia capturing control of 18 centers. Are there any experts on the rules out there who can help us? For the time being, we grant Verheiden and Wrobel their draw.

We are planning several changes in how we run our games. One is possibly stopping to captilize all those provinces and moves. It has been rough on our Typewriter (all that shifting) and it is currently kept working by use of string to hold up the keys (another reason for our lateness this time!). Otherwise, the keys jam on themselves and the caps are not level. I never thought I'd see the day when I'd be wearing out machines so fast around here. By the way, our mimeo machine is still running on our jury-rigged repair job and they still haven't gotten the part! I pray that that machine doesn't break down while I'm running this issue off!

The other change in mind is to start making
Sorry! No room left for puzzles!

use of conditionals for as many seasons as we can logically run together in an issue. We formerly kept all seasons strictly separate, but due to rising costs and constant inflationary increases, we must try to speed up the games. So, let us know how you feel about these prophetic orders.

Last, we wish to comment on some of our comments of last issue. First, we're sorry about what we said on Bach. We have since been informed several times that he had to work for his living as he wasn't any gentleman. Okay, okay! We just don't happen to be any specialist on him and made a mistake.

Also, our comments on the further increase of professionalization, groups/partnerships/offset publications and the wasting away of individual efforts have generated quite a few comments in the other zines of our beloved hobby. Please note that I was in a slightly down-mood last issue and it reflected in my pessimistic outlook. Well, all I can say is that I will attempt to carry on the tradition of the individual with Impassable! #end#

THEM CHESS GAMES

Game #1: White---Harbor Black---Bisher
12. PxQBP R-B1

New Game: Bisher will play White and the new player will play Black. I have lost the name of the other who wanted to play, but let me know and Bisher will also play you. So, next issue, Bisher will send in his move and remember, you can send in moves conditional on the opponent's move---it speeds up the game!

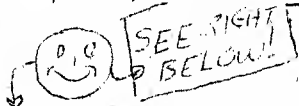
Good luck!

IMPASSABLE/LOST HORIZONS
117 Garland Drive
Carlisle, PA 17013

Your game is up, you will have to soon resub

NOTE! Lost Horizon games are now in Impassable!

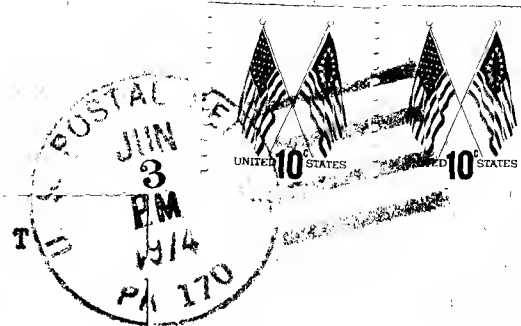
Send us some money (like about \$2.00) to resub



NOTE: NEW DEADLINE IS Saturday,
June 15, 1974.

FIRST CLASS MAIL

Rod Walker
417 Juniper St.
San Diego, CA 92101



FIRST CLASS MAIL